

USER'S MANUAL

Pony Girl



PC-users

PC System Requirements:

- Pentium 333 Mhz
- Windows 95/98/ME/2000/XP
- 8x CD-ROM Drive or faster
- Minimum RAM 64MB
- Minimum Hard Disk 120MB
- Direct3D compatible Graphics Card with 8MB VRAM
- QuickTime 5 (comes with the CD)
- DirectX 8 (comes with the CD)

Installing the game

When you insert the CD into the CD-ROM drive, a window will appear showing five different flags. If this window does not appear, you can do the following:

1. Double click My Computer.
2. Double click the CD icon.
3. Double click the Setup.exe icon to start the installation.

Since you are reading the English section of the User's Manual, you will probably want to select English from the languages available. But if you want to play the game in German or Norwegian, feel free to do so.

After you have chosen a language, a new menu will appear. If you are playing the game for the first time, you will see the following: Install Game, Install DirectX, Install QuickTime. By selecting INSTALL GAME, all the necessary files will automatically be copied onto your machine. Click NEXT and YES when

presented with these options. Once you have installed the game you will see START GAME instead of INSTALL GAME. When you click START GAME, the game will automatically begin.

To start the game

Once the game has been installed, you can start playing by clicking START GAME in the window that automatically opens when you put in the CD, or by double clicking the CD icon. Alternatively you can click the game icon in Windows.

To uninstall

Click the START menu, select the Pony Girl folder and click REMOVE GAME.

Troubleshooting

If you have problems starting the game you may need to install DirectX.

Do this by clicking INSTALL DirectX.

If you have difficulties viewing the movie clip in the game, you will need to install QuickTime. Do this by clicking INSTALL QuickTime.

Player Guide to Pony Girl

In Pony Girl you will take part in the story of a stable girl called Monica. You will follow her progress from her very first day at the stables until she finally becomes an experienced stable girl. There is intrigue, jealousy, a little romance, and of course lots of horses in the game.

Just like in the real world you are not allowed to do everything right away. There are lots of things to be learned first. The game is divided into five parts – The Prologue, Act 1, Act 2, Act 3 and Act 4. To move from one act to another you have to do well in the various tasks that are set for you.

When you have completed a task you will receive a medal – from fifth to first place – which reflects how well you did. The higher the score, the better the medal. If you click the medal on the map you will see how well you have scored on the different tasks, and how many points you need to move on.

Move around the stable area to find the various activities. If the pointer changes to a dice, you can click that area to start an activity. If you see a question mark it means that you can do something in that area later on in the game.

It is a good idea to talk to people. They will give you valuable advice and you will gain insight into what goes on in the stables. If you see a question mark over someone's head in the stable it means that they are wondering about something. Click the person and they will ask you a question. If you manage to answer correctly you will gain five extra points!

The various activities

If you have difficulties understanding what to do in one of the activities, you can click Help on the startup screen. Help will tell you what to do in the game.

On the startup screen you can also see which keys to use during the activity. Only the arrow keys, the spacebar, and the mouse are used in this game, so it has to be one of these.

Don't give up if you cannot manage everything the first time you try. Becoming a good rider takes practice. If you have a lot of difficulty with an activity you can always do a different one first and return to the difficult one later.

Symbols in the game



BACK

This arrow is always visible as you move around in the game. Click BACK if you wish to finish.



HAND

This symbol indicates that there is something you can click. It appears in menus and also when you move the pointer over keys you can press.



WALK

This symbol appears in places where Monica can walk. If you click your mouse button when you see this symbol, Monica will move to the place indicated by your mouse.



NEXT AREA

This symbol appears if you move your pointer over part of the screen that can take you to a new area.



MOUTH

This symbol appears when your pointer is on a person you can talk to.



DICE

This symbol appears when your pointer is on something that will give you access to an activity.



QUESTION MARK

This symbol appears in places where you will do something later on in the game. You are not permitted to do everything at once!



STOP

This symbol appears if you move the pointer over an area where it is forbidden for you to go or to click.



MEDAL

If you click this you will see a list of the medals you have received for the different tasks you have completed as well as how many points you need in order to move on. It is a very good idea to check here if you are wondering what to do next.



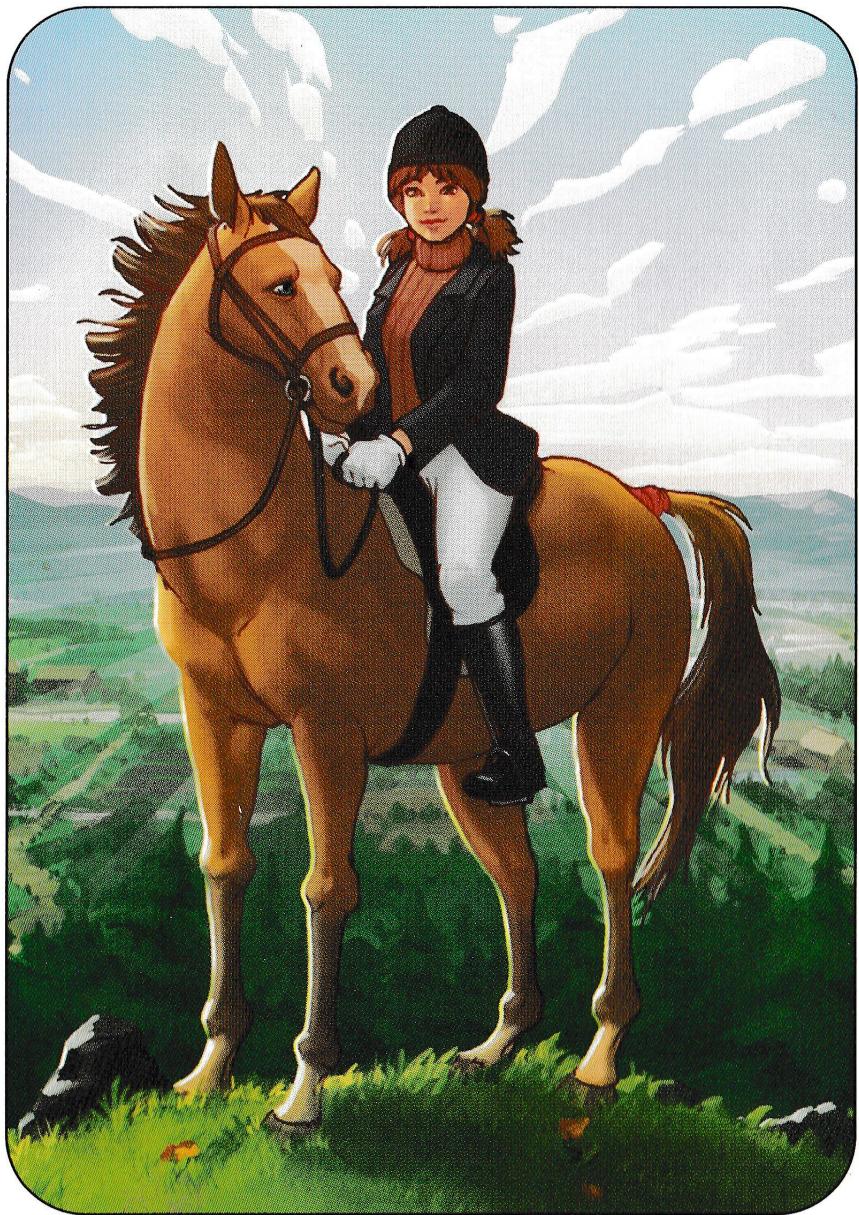
STABLE MAP

Here you can see a map of the entire stable area. You can also see a small picture of Monica that shows exactly where you are standing.



QUESTION

If you see this symbol over someone's head in the stable, it means that there is something they are wondering about. Click the person and they will ask you a question. If you manage to answer correctly you will gain five extra points!



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